EA SPORTS™

F1 2001

EVERYONE

E

CONTENT RATED BY ESRB

F1 Formula 1

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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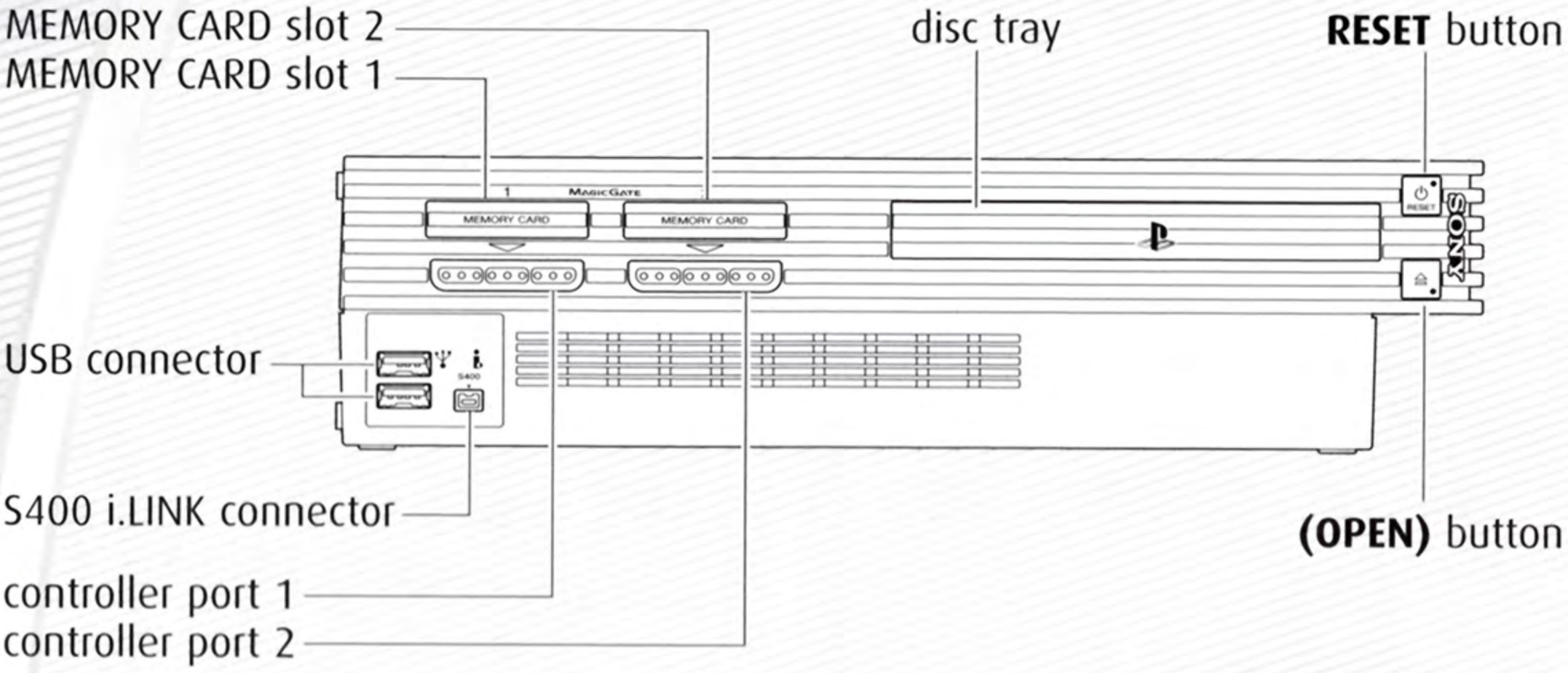
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

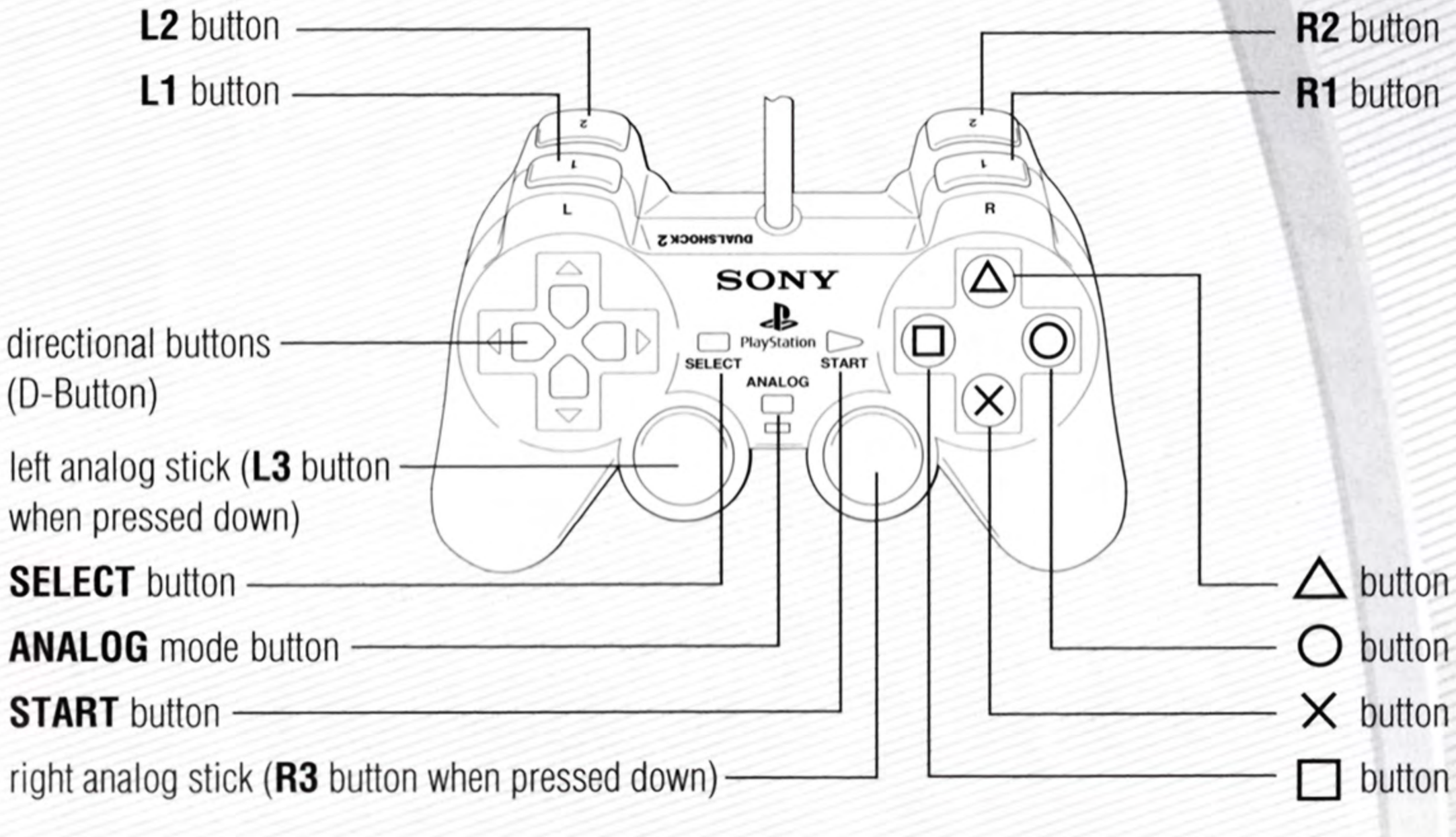


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *F1 2001* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), at least one controller must be connected to controller port 1-A.

COMMAND REFERENCE

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-Button/left analog stick ↕
Change highlighted item	D-Button/left analog stick ↔
Select/Go to next screen	✖ button
Cancel/Return to previous screen	▲ button
Help menu	■ button

COMPLETE CONTROLS

The more you master these controls, the better chance you have of fighting your way to the front of the field and taking home the checkers.

DRIVING CONTROLS

Steer	D-Button/left analog stick ↔
Accelerate	✖ button/right analog stick ↑
Brake	■ button/right analog stick ↓
Reverse (automatic transmission)	● button
Shift up/down (semi-automatic transmission)	**R2** button/**L2** button

OTHER CONTROLS

Instant replay	▲ button
Rear view	**L1** button
Toggle **camera angles**	**R1** button
Pause game	**START** button

- In semi-automatic mode, the ● button only *selects* reverse gear (when in 1st gear or neutral).
- The controls featured here are the default controls only. For information on how to change your controller configuration, ➢ *Controller/Wheels* on p. 8.

INTRODUCTION

Battle for position at every sweeping bend, high-speed straight away, and hairpin turn within the world's most glamorous sporting arena. *F1 2001* takes you from Monaco to Monza and every track in between. The circuit comes to life with fully interactive pit stops, roaring crowds, a buzzing grid, driver animations, and a full spectrum of driving conditions, including torrential downpours and other mid-race weather changes. Get ready for a whole new benchmark in racing gaming.

GAME FEATURES

- **Artificial Intelligence, With Real Intelligence**—Every driver on the track fights and reacts to maintain their current position.
- **Enter a Living, Breathing Formula One World**—Feel the anticipation on a buzzing grid during the build up to the race.
- **Breath-Taking Moments**—Crash into tire walls, scrape along barriers, and scatter warning cones.
- **Adverse and Unpredictable Weather**—Your pit crew gives you weather updates on the radio as you watch the skies open up.
- **Pit Crew To Driver Radio**—Get the inside track on your opponent's performance and position.
- **2001 Season Content**—All the drivers, tracks, and teams from the official FIA 2001 Formula One World Championship.
- **Beyond Broadcast Presentation**—Relive the defining moments of each race.
- **Interactive Pit Stops**—The length of a pit stop depends on your performance.

For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

STARTING A QUICK RACE

To fast forward to arcade-style action, select QUICK RACE from the Main menu. This allows you to start a 4-lap race without performing any of the set-ups necessary in other modes. Every top-six finish earns you points, which, in turn, unlock new circuits to race on in Quick Race mode.

NOTE: Default options are listed in **bold** in this manual.

To start a Quick Race:

1. At the Enable AutoSave? Game screen that appears at boot-up, select YES, ENABLE AUTOSAVE or NO, DISABLE AUTOSAVE (➢ *Saving and Loading* on p. 27) and press the ✖ button. If you decide to disable AutoSave, confirm your choice at the prompt.

NOTE: If you do not have a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1, a prompt appears asking you to insert a memory card if you wish to save your progress and settings.

2. At the Main menu, press the ✖ button to select QUICK RACE. The Select Driver screen appears (➢ p. 18).
3. Press the D-Button ↕ to scroll through the available drivers and press the ✖ button to select a driver. The Select Circuit screen appears (➢ p. 20).

NOTE: In Quick Race mode, Handling is automatically set to NORMAL, Damage is set to OFF, Race Length is set to 4 LAPS, and Assists are ON.

4. Press the D-Button ↕ to scroll through the available tracks and press the ✖ button to select an unlocked track (at the start of the game you have the choice of SILVERSTONE, HOCKENHEIM, and MONZA). The game loads and the race begins.

✦ A scrolling text bar at the bottom of each menu screen provides help for that screen.

SETTING UP THE GAME

From choosing your driver to adjusting camera angles, *F1 2001* lets you play the game how you want to play it.

MAIN MENU

From the Main menu screen you can start a Quick Race, access Single Player modes, set up a Multiplayer game, adjust various game Options, and find out more about EA SPORTS.

Jump straight into the cockpit in Quick Race mode (➢ *Starting a Quick Race* on p. 6)

Hit the track in a Single Player mode (➢ *Single Player Modes* on p. 16)

Start a Multiplayer game (➢ *Multi-player* on p. 24)

Access the Options screen (➢ *Options* below) to adjust various Audio/Visual, Controller, AutoSave and Language settings;

Check out upcoming titles from EA SPORTS as well as the credits for *F1 2001*

OPTIONS

Select OPTIONS from the Main menu screen to adjust various game settings.

AUDIO / VISUAL

Adjust the audio and visual settings to suit your preferences.

SOUND — Set the game's sound setting to **MONO** or STEREO and set volume levels for Effects and Commentary.

SCREEN ALIGNMENT — Position the screen on your television. Press the D-Button to move the screen and press the ✖ button to return to the Audio/Visual screen (or press the ▲ button to return without saving changes to Screen Alignment).

DISPLAY ADJUST — Display a visual guide for fine tuning the brightness, contrast, and color settings on your television. Follow the instructions on-screen and press the ✖ button to return to the Audio/Visual screen.

DISPLAY OPTIONS

SCREEN DISPLAYS: Press the D-Button ↔ to set on-screen displays to OFF/**ON** (➢ *Screen Displays* on p. 9).

TV PANELS: Toggle **ON** to display up to the minute race information such as your current position and split times.

SCREEN FORMAT: Press the D-Button ↔ to toggle the aspect ratio for your television. Set to WIDE for an improved image on widescreen televisions.

CIRCUIT MAP: Toggle ON to display a the full map of the circuit on-screen, showing your progress around the track. **PARTIAL** displays only the relevant section of the track on-screen.

SPEED: Press the D-Button ↔ to toggle between displaying speeds in **MPH** and KPH in the game.

CONTROLLER/WHEELS

Select CONTROLLER OPTIONS from the Options screen to assign and calibrate steering wheels and to change controller configurations.

WHEEL ASSIGNMENT

➲ Select CONTROLLER ASSIGNMENT from the Controller/Wheels sub-menu.

➲ Press the D-Button to assign wheels to players.

NOTE: When a Player has a controller and a wheel assigned to them, the wheel takes priority when racing.

➲ You can also calibrate wheels for up to 4 players by selecting the corresponding WHEEL CALIBRATION option.

CONTROLLER CONFIG

Select CONTROLLER CONFIG to change the configuration of your controllers to one of the five available presets.

NOTE: It is strongly recommended that you configure all steering wheel controllers before starting a race.

To choose a controller configuration:

1. If two or more controllers are connected, press the D-Button ↕ to select the player whose controller you wish to configure.

2. Press the D-Button ↔ to cycle through the five available controller configurations.

3. Select DONE to confirm a configuration.

➲ Press the D-Button ↕ to turn Vibration/Force Feedback **ON** or OFF and press the ✖ button to confirm all changes.

NOTE: Players with wheels assigned to them can only use Config. 1

LOAD/SAVE

ENABLE or DISABLE the game's AutoSave feature (➢ *Saving and Loading* on p. 27), load a saved game, or select CANCEL to return to the Options screen.

CHANGE LANGUAGE

Change the language of in-game text and commentary. Press the D-Button ↕ to highlight your preferred language and press the ✖ button to select it.

ON THE TRACK

It's race day—time to earn your money. Prepare to take on the most intelligent and daring racers to hit the Formula One circuit. They'll fight you every inch of the way for the right to stand on that podium, drenched in a celebratory beverage.

GAME SCREEN

View the action with or without screen displays, or view an instant replay of that awesome maneuver around the last chicane.

SCREEN DISPLAYS

Screen displays can help you track your performance throughout the race as well as give you valuable information about your car's status. If you prefer more of a challenge, however, you can turn your screen displays off.

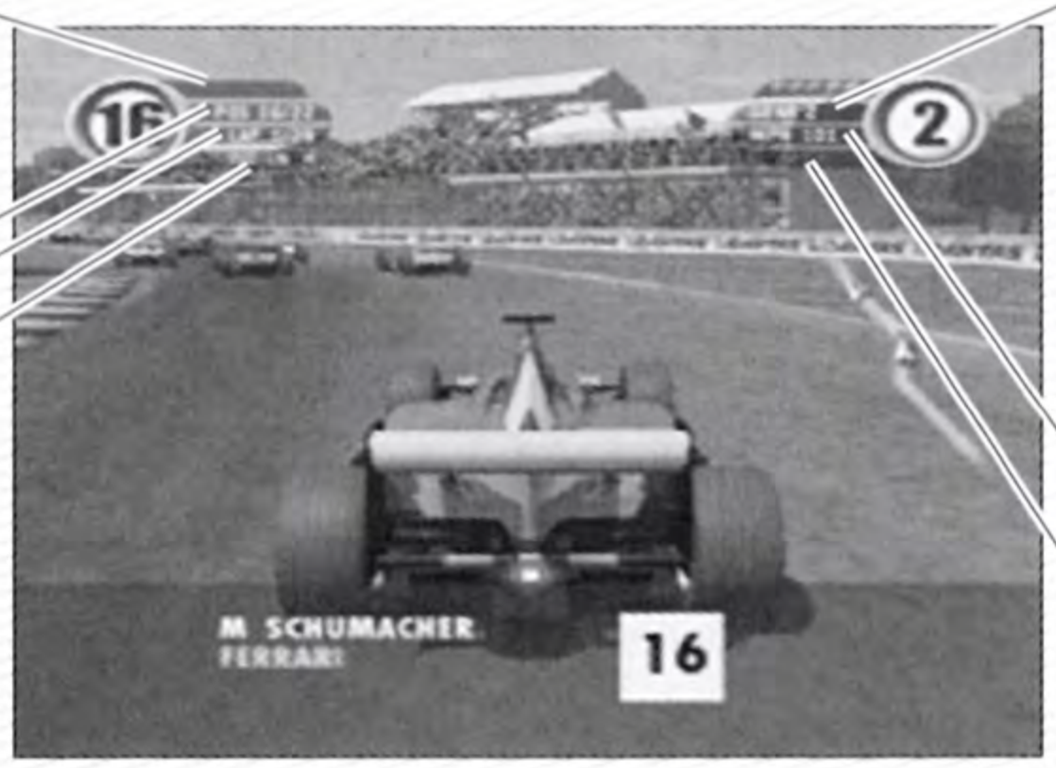
➲ Turn Screen Displays **ON** or OFF from the Options screen (➢ p. 7) or from the In-Game Options menu (➢ p. 11).

View race info such as your current position and split times

Position indicator

Lap counter

Lap time/ split times/pit in indicator (lights up when you're required to enter the pit lane)



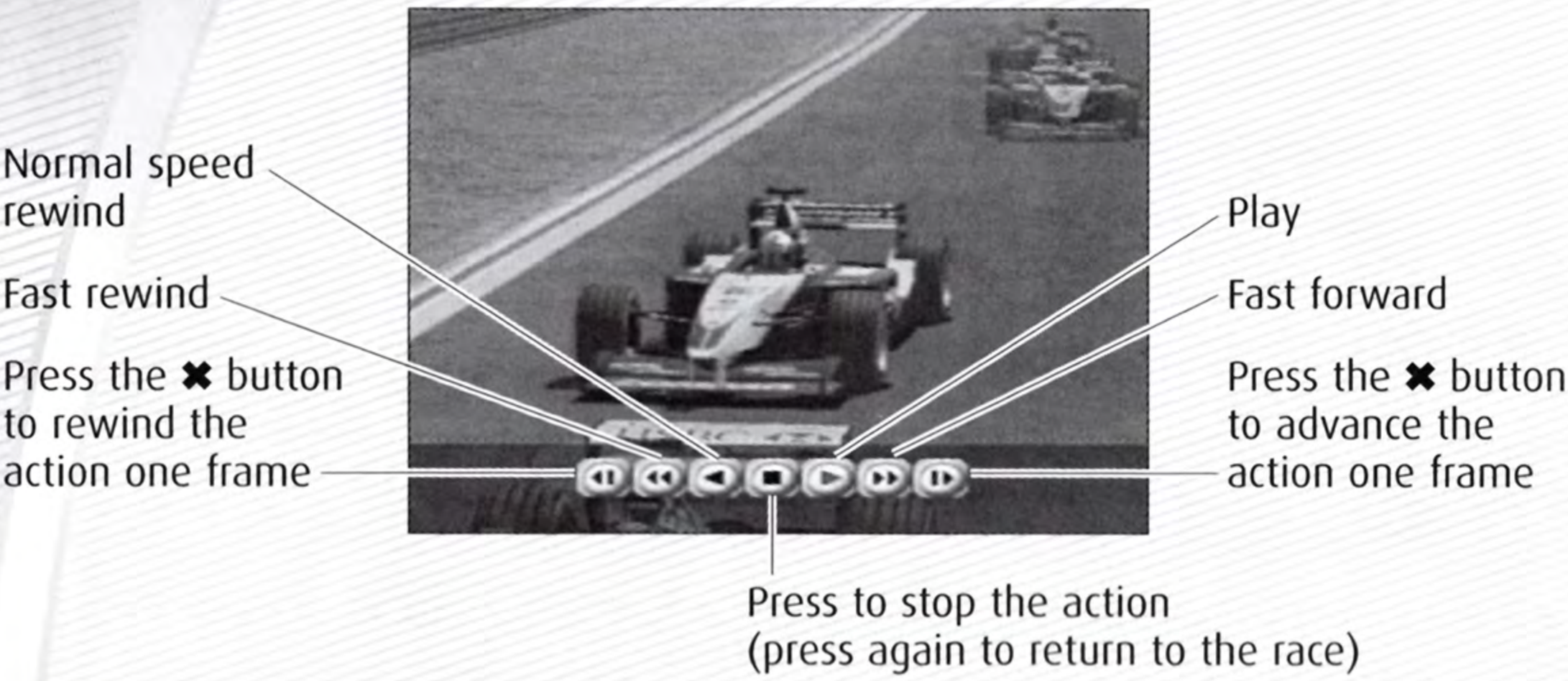
Gear indicator with rev count indicator (If Transmission is set to SEMI-AUTO-MATIC, change gear when the fifth counter lights up)

Speedometer

Low fuel/ mechanical problem/flag indicator

INSTANT REPLAYS

Press the ▲ button at any time during racing to begin an interactive instant replay of the last 30 seconds of action.


Normal speed rewind
Fast rewind
Press the ✖ button to rewind the action one frame
Play
Fast forward
Press the ✖ button to advance the action one frame
Press to stop the action (press again to return to the race)

Select the STOP button to end the replay.

Select the EJECT button to return to the race.

NOTE: Replay is not available in Challenge mode and Multiplayer mode games.

PAUSE MENU

Press the **START** button at any time during play to pause the game.

CONTINUE — Return to the current race or stage.

RETIRE FROM SESSION — End the current session. For Grand Prix events, this option takes you to the next session. For Quick Race events, this option takes you to the Classification screen.

OPTIONS — Access the In-Game Options menu to adjust settings for Assists, Sound, and Display (➢ p. 11).

PIT IN — Takes your car straight to the pits and open the Pit menu (Practice, Qualify, and Warm-Up sessions of Grand Prix modes only).

RESTART RACE/ RESTART CHALLENGE — Select and confirm at the prompt to begin the current session again (not available in Grand Prix/Time Challenge Multiplayer modes).

QUIT EVENT — Quit the current on-track mode or event

IN-GAME OPTIONS

ASSISTS

NOTE: The Assists available, and their default options, depend upon the mode you are racing in, and the Handling mode (Normal or Situation) selected.

SPEED ASSISTS — When ON, the computer assists the player with their speed at corners.

CORNER INDICATOR — When ON, arrows appear in color-coded circles warning you of approaching corners (tight corners are red, shallow corners are green, and all others are yellow).

TRACTION CONTROL — Toggle ON to make it easier to pull away without unnecessary wheel-spin.

ABS — Toggle your anti-skid breaks ON to enable hard braking without skidding.

SOUND

Use the sliders to adjust volume levels for Commentary and Effects (e.g. engine noise).

➲ Press the D-Button ↕ to move between the Sound options and press the D-Button ↔ to adjust the selected option.

DISPLAY

TV PANELS — Toggle **ON** to display up to the minute race information such as your current position and split times.

SCREEN DISPLAYS — Cycle between OFF and **ON** (➢ *Screen Displays* on p. 9).

CIRCUIT MAP — Toggle FULL/**PARTIAL**/OFF. FULL displays a small map of the circuit on-screen, showing your progress around the track. PARTIAL shows only the section of track you are currently on.

SCREEN FORMAT — Toggle between **NORMAL** and WIDE. Select WIDE if you are playing *F1 2001* on a widescreen TV.

SPEED — Toggle the Speedometer display between **MPH** and KPH.

PIT STOPS

It's an old racing adage that the race is won or lost in the pit. Choose an Interactive Pit Stop to shave valuable seconds off your total time. Mess up, though, and you can watch your crew making mistakes based on your performance.

AUTOMATIC PIT STOPS

You can pull into the pit lane at any stage of a Grand Prix mode race. As soon as you enter the pit lane, the Limiter is automatically applied and the computer takes control of the car.

INTERACTIVE PIT STOPS

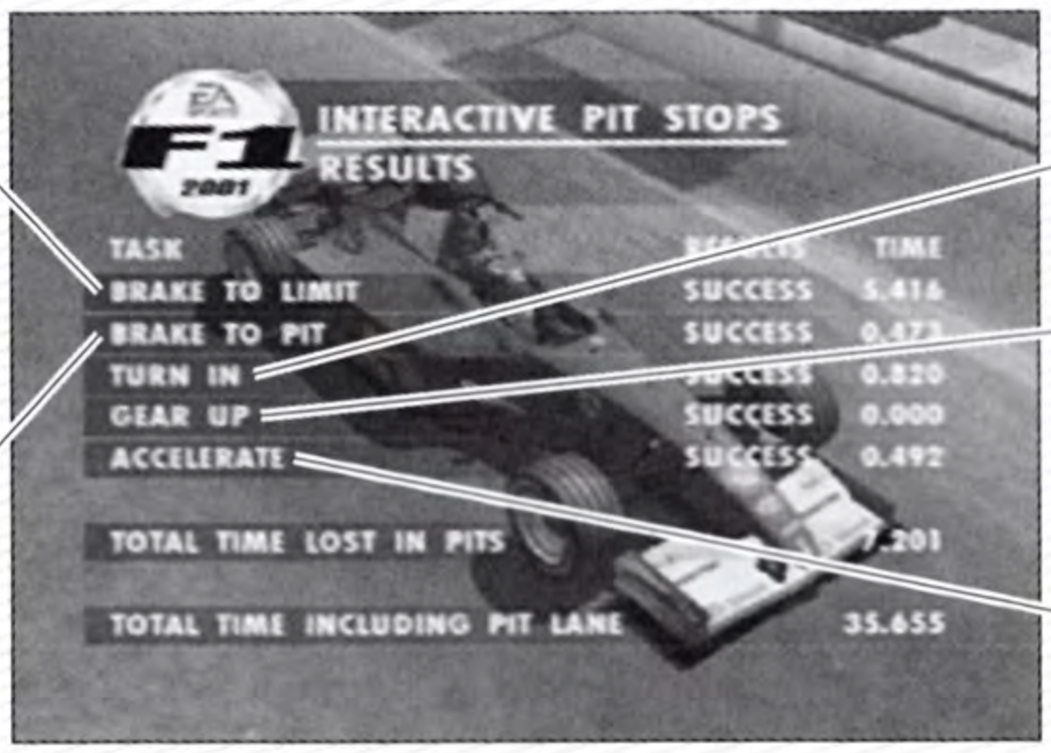
You can attempt to improve the speed of your pit stops by enabling Interactive Pit Stops in the Event Options menu and completing certain tasks when pitting. However, failures can lead to time-consuming errors and penalties (if FIA Rules are ON in Event Options).

NOTE: You can only perform Interactive Pit Stops in Race sessions during Grand Prix and Challenge modes.

When the pit stop is complete, you are informed of your performance in each of the tasks (see below).

BRAKE TO LIMIT: Braking down to a speed of 50 mph in the pit area—fast enough to maintain momentum but slow enough to adhere to the rules

BRAKE TO PIT: Braking from 50 mph to 12 mph in order to pull into the pit bay



TURN IN: Steering into the pit bay

GEAR UP: Shifting into first gear when told by the pit crew

ACCELERATE: Accelerating out of the pits at the prompt

PITTING DURING PRACTICE, QUALIFY AND WARM-UP SESSIONS

During the Practice, Qualify, and Warm-Up sessions, you can enter the Pits (or select PIT IN from the Pause menu) to take on fuel (if Fuel Use is set to ON, ➢ *Event Options* on p. 18) and to make adjustments to your Car Setup.

- ✦ If you pit during the Practice or Qualify sessions, you automatically receive about 5 laps worth of fuel. In Warm-Up, you receive enough fuel for approximately 20 laps.
- ➲ As soon as the Car is stationary in the Garage, press the ✖ button to access the Pits menu.

PIT MENU

START FLYING LAP — Leave the pit lane and begin your next lap with a rolling start.

VIEW CLASSIFICATIONS — View the current fastest lap times and provisional starting grid positions for all drivers or accelerate time using the QUICK TIME option. This advances time in the session. Select **NORMAL TIME** to bring Quick Time to an end.

NOTE: The View Classifications option is only available in Qualify mode.

CAR SETUP — Make adjustments to your Car Setup (➢ *Car Setup* on p. 14).

LEAVE PITS — Leave the pit lane and return to the track.

RETIRE FROM SESSION — End the current session.

PITTING DURING RACE SESSIONS

During the race itself, pulling into the pit lane allows you to amend your strategy (➢ *Strategy* on p. 23) and tire type selection (➢ *Tire Type* on p. 23), change tires, re-fuel, and repair any damage to your car. Tire changes, re-fuelling, and damage repair are performed automatically—you just need to be ready when control of the car is returned to you on leaving the pit lane.

- ✦ The amount of fuel you take on when you pit during the race is determined by your Strategy (➢ *Strategy* on p. 23).
- ✦ If you decide to alter your Strategy, you must do so before the car comes to a complete stop and your pit stop begins, so that your pit crew knows how much fuel to put in your car.

➲ To access the Fuel Strategy pop-up, press the **SELECT** button when prompted.

CAR SETUP

Select CAR SETUP from the Pit menu during a Practice, Qualify, or Warm-Up session to make the adjustments your car needs to put you over the top. Experiment with the various options to find the best setup for each circuit.

NOTE: Any changes made during the Practice, Qualify, or Warm-Up sessions automatically carry over to the next stage. During the Race itself, the only Car Setup option available is Tire Type.

When Handling is set to SIMULATION (➢ *Handling Mode Screen* on p. 20), the following Car Setup options are available.

NOTE: When Handling is set to NORMAL, only the Tire Type option is available.

TIRES

TIRE TYPE — Select **SOFT**, HARD, WET, or DRY (different options are available under different circumstances). A SOFT tire gives generally better grip than a HARD tire, but does wear out quicker (if Tire Wear is set to ON—➢ *Event Options* on p. 18). If it is raining, select WET.

FRONT PRESSURE — Adjust front tire pressure between 13.8 and 23.5 PSI. Default is **19.1 PSI**.

REAR PRESSURE — Adjust rear tire pressure between 12.8 and 25.5 PSI. Default is **19.8 PSI**.

NOTE: You cannot choose between SOFT and HARD tires during the Race and Warm-up sessions.

AERODYNAMICS

FRONT WING — Adjust downforce by changing the angle of the wing between 1 and 20 (default is **17**). A higher setting helps to correct understeer through corners, while a lower setting helps correct oversteer through faster corners.

REAR WING

Adjust downforce by changing the angle of the wing between 1 and **20**. A higher setting helps to correct oversteer through corners, while a lower setting helps correct understeer through faster corners.

SUSPENSION

FRONT

Adjust RIDE HEIGHT, HIGH BUMP STOP, LOW BUMP STOP, SPRING RATE, and ANTI-ROLL BAR for the front suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

REAR

Adjust RIDE HEIGHT, HIGH BUMP STOP, LOW BUMP STOP, SPRING RATE, and ANTI-ROLL BAR for the rear suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

BRAKES

BRAKE BIAS

Set the braking distribution between the front (0%) and rear (100%) of the car. The default is **55**. A setting to the rear helps to compensate for understeer during braking, while a setting to the front helps to compensate for oversteer when braking.

BRAKE STRENGTH

Set the strength of your brakes between 20 and 100% (the default is **60**).

GEARBOX

Select the Gear Ratio for your car. Choose between SET SHORT RATIOS, SET MEDIUM RATIOS, and SET LONG RATIOS, or set your own individual settings by selecting SET CUSTOM RATIOS. A shorter setting provides better acceleration but a lower top speed, while a long setting gives a higher top speed but lower acceleration.

RESET TO DEFAULTS

Cancel all your changes and return to the car's default settings.

AFTER THE RACE

After each Race or Session, the Classification screen appears. This displays full final standings for the Race or Session.

- When you've finished viewing the Classifications, press the ✖ button to continue.
- In Quick Race mode, a pop-up appears asking if you wish to race again. Select YES to restart the race or NO to return to the Select Circuit screen.

SINGLE PLAYER MODES

Prove your skills and learn your trade at different race-related challenges, unlocking new modes and features with each success. Or, put yourself through the physical and mental punishment of a Championship circuit in Grand Prix mode.

CHALLENGE MODE

You may be clocking reasonable times but do you actually possess the skills that could shave those all-important seconds of your lap times? Test your basic driving abilities, how you cope with changing weather conditions, your pit stop tactics, and your ability to comply with FIA rules, then put yourself to the test by getting Track Experience on the circuits of your choice.

Successfully complete these tasks to unlock new modes and options in *F1 2001*. Passing individual tasks unlocks related features within the game (i.e. passing a Wet Weather test unlocks the Weather Event Option in the game), while boosting your overall Driver Rating increases the number of Grand Prix modes you can choose from.

Take any of the five challenges at any time and in any order:

THE BASICS	One challenge split into five tasks that cover the fundamentals of racing.
WEATHER	Two sets of challenges that test your ability to cope with Wet and Variable weather.
PIT STOPS	Five tasks that gauge how you deal with braking while carrying varying fuel loads, as well as pit stops and tire wear.
RACE CRAFT	Five tasks that deal with FIA rules and advanced skills related to racing over a full season.
TRACK EXPERIENCE	Learn how to drive the 17 circuits corner by corner.

To choose a Challenge:

1. Select SINGLE PLAYER from the Main menu.
2. Select CHALLENGE MODE from the Single Player screen.
3. Select one of the Challenge menus.
4. Select a task from the chosen Challenge menu. An explanation of the task appears.
5. Choose **ACCEPT** to continue (select DECLINE to quit the challenge). The targets required in order to pass the task at different driver Ratings appear on-screen.
6. Press the D-Button ↕ to select **NORMAL** or SIMULATION. A demonstration of the Challenge appears (press the ✖ button to skip), then the challenge begins.

When you complete a task, the Results screen documents whether you have passed or failed the challenge, displaying your Challenge Time, Percentage and, if you have passed, and a medal (BRONZE, SILVER, or GOLD) for the challenge.

- Press the ✖ button to continue and select **YES** to take the challenge again or NO to return to the Challenge menu.
- Highlight a task in the Challenge menu and press the ■ button to display your Task Completion percentage and Driver Rating for that task as well as your Overall Progress for the Challenge.
- Press the ■ button in the Challenge Mode menu to view your average percentage for each Challenge and your Overall Progress (%) and Driver Rating (UNCLASSIFIED to ELITE) throughout the whole mode. This rating determines whether you have unlocked any of the major game modes.

NOTE: Locked features and modes are indicated by a red and white symbol. The percentages required to unlock them are displayed on-screen when they are highlighted.

GRAND PRIX MODE

Grand Prix mode is what Formula One racing is all about. From practice laps to qualifying to the real race, the pressure is on to perform your best while fighting off the best drivers in the world. Race a single Grand Prix weekend, a full season, or multiple seasons to show the world you've got what it takes.

Participate in a full race Weekend, including Practice and Qualifying sessions (➢ *Single Grand Prix* below).

Create your own Custom Championship, in which you select the circuit for each round of the competition (➢ *Custom Championship* on p. 21).

Take part in a full Championship spanning an entire 17-race season (➢ *Full Championship* on p. 21)

Beat teammates from every F1 team over the course of a season (➢ *Teammate Challenge* on p. 21)

Win the Domination Trophy by notching victories on all 17 tracks (➢ *Domination* on p. 22)

✦ If AutoSave is ENABLED (➢ *Saving and Loading* on p. 27), your progress is automatically saved, allowing you to resume your Grand Prix mode game at a later time.

SINGLE GRAND PRIX

In Single Grand Prix mode, you participate in a full race Weekend, including Practice Sessions, Qualify, Warm-Up, and the Race itself. When you select SINGLE GRAND PRIX from the Grand Prix Modes screen, the Select Driver screen appears.

SELECT DRIVER

➲ Press the D-Button ↕ to scroll through the available drivers and press the ✖ button to select. The Event Options screen appears.

EVENT OPTIONS

Set various gameplay options for your Grand Prix:

OPPOSITION DIFFICULTY — Set the ability of the computer controlled cars to **EASY**, MEDIUM, or HARD.

RACE LENGTH — Set the number of laps for the Race to **4**, 8, 16, HALF, or FULL (the actual number of laps raced in the FIA Championship).

INTERACTIVE PIT STOPS Toggle ON/**OFF** (➢ p. 12).

WEATHER Set the weather conditions for the weekend to **DRY**, VARIABLE, or WET.

DAMAGE Set car Damage to **OFF**, FORGIVING, or ON. When ON, your car sustains damage from collisions with barriers or other drivers. When set to FORGIVING, damage is sustained but to a lesser extent.

✦ If your car sustains too much damage, you may be forced to retire from the stage.

GEARS Toggle between **AUTOMATIC** and SEMI-AUTOMATIC.

TIRE WEAR When ON, your tires wear out at the normal (lap) rate of real F1 cars. Default is **OFF**.

EA TIP: Take into account tire wear when planning your strategy as you may lose valuable time by having to stop for fresh tires in longer races.

FUEL USE Toggle ON and fuel depletes during the course of a session, degrading the handling of the car. Default is **OFF**.

✦ The amount of fuel you take on during pit stops depends on the stage and on your Fuel Strategy. For more information, (➢ *Pit Stops* on p. 12 and *Strategy* on p. 23).

NOTE: You can only change Fuel Use and Tire Wear options if the number of laps in your race is 16 or higher.

FIA RULES When ON, official FIA rules apply to your race, meaning you can be penalized for such misdemeanors as speeding in the pit lane and under yellow flags. Default is **OFF**.

NOTE: When the yellow flag indicator appears, you must slow to 130 mph and refrain from passing (or else be hit with a 10-second stop-go penalty). When the blue flag indicator appears, you must pull over to allow the car behind to lap you. The yellow/red flag indicator is a warning that the track

ahead is slippery. You can also be black-flagged (and, as a result, automatically forfeit the race) for driving in the wrong direction in a pit lane or failing to comply with a stop-go penalty within three laps of it being issued.

FAILURES

When ON, cars may be affected by mechanical failures over the weekend. Some Failures can be repaired by your pit crew—if you can make it back to the pits. Otherwise, a mechanical failure may force you to forfeit. Default is **OFF**.

➲ When you've finished setting the Event Options for your Single Grand Prix, highlight CONTINUE and press the ✖ button to proceed to the Select Circuit screen.

SELECT CIRCUIT SCREEN

➲ At the Select Circuit screen, press the D-Button ↕ to scroll through the available circuits and press the ✖ button to select.

✦ Press the ■ button to view information about tracks.

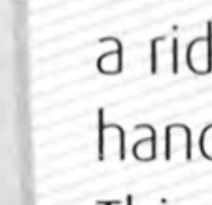
➲ The Circuit Preview then takes you on a tour of the selected track. To end it, press the ✖ button. The Handling Mode screen appears.

HANDLING MODE SCREEN

➲ Select **NORMAL** or SIMULATION handling. SIMULATION handling gives a ride closer to that of the real thing while choosing NORMAL makes handling and braking easier and reduces the chances of the car spinning. This selection also determines what Car Setup (➢ p. 14) options are available.

NEXT SESSION SCREEN

➲ At the Next Session screen, highlight which session you'd like to go to (a Grand Prix weekend consists of the following sessions: PRACTICE, QUALIFY, WARM-UP, and RACE) and press the ✖ button. For more information, ➢ *Grand Prix Weekend Events* on p. 22.



NOTE: Electing to do a session out-of-turn means that you have opted to skip the sessions before it (if you skip a Qualify session, you will be placed in last position on the grid in the ensuing race).

NOTE: At the end of a RACE, each driver's placement includes a "B" or "M" symbol that indicates what brand of tire the driver's team uses.

CUSTOM CHAMPIONSHIP

Select CUSTOM CHAMPIONSHIP from the Grand Prix Modes screen to create your own individual Championship Season. You set the number of stages and the running order of the Circuits.

To set up a Custom Championship:

1. Select a Driver and set your Event Options as you would in a Single Grand Prix (➢ p. 18) and press the ✖ button to proceed. The Custom Championship screen appears.
2. Select ADD ROUND 1. The Select Circuit screen appears.
3. Highlight the circuit you want for the first Round and press the ✖ button. The Custom Championship screen re-appears. Select ADD ROUND 2 and repeat the process.

➲ To remove the last circuit from the schedule, select DELETE ROUND n (where n = the number of the last round assigned to a track).

4. When you're happy with the schedule for your Custom Championship, select CONTINUE.
5. To start the first race of your Custom season, select BEGIN SESSION 1. The race begins.

➲ To return to the Grand Prix screen, select LEAVE CHAMPIONSHIP. To view Driver and Constructor Standings, choose SEASON REVIEW.

FULL CHAMPIONSHIP

Select FULL CHAMPIONSHIP from the Grand Prix Modes screen to take part in a full season, spanning 17 Grand Prix weekends. Select a Driver and set your Event Options as you would in a Single Grand Prix (➢ p. 18) and press the ✖ button to proceed to the Championship screen.

TEAMMATE CHALLENGE

Team loyalties are brushed aside in Teammate Challenge mode as you set out to finish ahead of your teammates in as many races as possible over the course of a Championship season. If you fail on one track you must take on the same driver on a different circuit—but if you succeed you are 'promoted' to a new team to take on a new teammate on the next Circuit. To pick up the Teammate Challenge trophy, you must beat all of the teammates in all of the teams before completing the 17 circuits.

➲ To start a Teammate Challenge, select BEGIN RACE 1 from the Teammate Challenge screen (or select LEAVE CHALLENGE to return to the Grand Prix Modes screen).

DOMINATION

Think you've got what it takes to complete the ultimate F1 challenge? Winning is everything in Domination mode. Your goal is to complete a full F1 Championship season having won every single race. Sound tough? It is.

➲ To start a Domination Challenge, choose your Driver and Event Options and select BEGIN RACE 1 from the Domination screen (or LEAVE DOMINATION to return to the Grand Prix screen).

GRAND PRIX WEEKEND EVENTS

A Grand Prix Weekend consists of the following sessions: Practice, Qualify, Warm-Up, and Race.

NOTE: You begin Practice, Qualify, and Warm-Up sessions in the pits. Select START FLYING LAP or LEAVE PITS from the Pit Menu (➢ *Pit Menu* on p. 13) to begin.

✦ During the Practice, Qualify, and Warm-Up stages, the Pause menu (➢ p. 10) features an additional option: PIT IN. Select this option to automatically return to the Pits (without having to pull in manually).

PRACTICE

During the Practice session, you have up to an hour in which to get accustomed to the selected circuit and to make adjustments to your Car Setup (➢ *Car Setup* on p. 14). Lap times are recorded throughout, allowing you to monitor your performance on the track.

QUALIFY

In the Qualify session, you have up to an hour (in which you can complete a maximum of twelve laps) to try and post the fastest lap time possible. Your best lap time determines your starting grid position for the race.

NOTE: Starting grid positions for the race are not finalized until the end of the full hour (i.e., if you quit the session before the hour is up, some other driver might still beat your time).

✦ If you have set Tire Wear to ON and have set the number of laps for the race to 16, HALF, or FULL (➢ *Event Options* on p. 18), the Tire Compound pop-up appears at the beginning of the Qualify session. Select a **SOFT** or HARD Tire Compound and press the ✖ button to proceed. Your choice of tire determines your Tire Compound for the remainder of the weekend (in accordance with the rules of the sport).

EA TIP: Use the Practice session to evaluate your tire choice for the weekend.

NOTE: If you have set Tire Wear to OFF, or you skip the Qualify session, your Tire Compound is chosen automatically.

✦ Select VIEW CLASSIFICATIONS from the Pit menu to view current Qualify classifications or to speed up the session.

WARM-UP

After the Qualify session, you have up to an hour on the circuit to fine tune your performance and make any last minute adjustments to Car Setup (➢ *Car Setup* on p. 14).

RACE

With the Practice, Qualify, and Warm-Up sessions behind you, it's time to prove your worth in the main event!

Strategy

If you have set the number of laps for the race to 16, HALF, or FULL and have Fuel Use or Tire Wear set to ON (➢ *Event Options* on p. 18), you must pit at least once during the race. For 16-lap, HALF, or FULL races, the Strategy pop-up appears automatically at the start of the race.

➲ Press the D-Button ↔ to schedule your first pit stop.

➲ Press the D-Button ↓ to select the 2nd pit stop. If you currently only have one stop scheduled but you wish to add another to the schedule, press the D-Button ↓ to highlight END, then press the D-Button ←.

✦ You can only schedule one or two pit stops per race.

➲ When you're happy with your Fuel Strategy for the race, press the ✖ button to proceed.

Tire Type

If Weather is set to WET or VARIABLE in Event Options (➢ p. 18), you also need to select your Tire Type (**WET** or DRY). Press the ✖ button to confirm your choice.

Changing Strategy/Tire Type During a Race

If you pull into the pits on a lap for which you don't have a pit stop scheduled, press the **SELECT** button while in the pit lane to access the Strategy/Tire Type pop-ups. You can then make any adjustments necessary before returning to the race.

PLAYER REVIEW

Select this option from the Single Player menu to view your statistics (including Race and Championship Performances to date and Player Details) and trophies won in all of the Single Player Grand Prix modes. Win all the game modes and trophies to unlock a Season Review video.

➲ Press the ■ button while at the Player Review screen to view your current Driver Rating and the total number of trophies you have won to date.

MULTIPLAYER

Select MULTIPLAYER from the Main menu to take other players on in Split Screen, Time Challenge, Tag Team, Advantage, or Last Man Standing modes.

NOTE: You must have at least two controllers/wheels inserted in order to play all Multiplayer modes except for Time Challenge.

NOTE: In order to play Multiplayer games with three or four players (apart from Time Challenge and Tag Team modes), you must have a Multitap (for PlayStation 2) inserted in controller port 1. The controllers must be connected sequentially to controller port 1-A, 1-B, 1-C and 1-D.

NOTE: The memory card is only supported in MEMORY CARD slot 1-A if using the multitap.

SPLIT SCREEN

Race against up to three other players on a single track in Split Screen mode.

➲ Select the number of opponents (**2 PLAYERS**, 3 PLAYERS or 4 PLAYERS), which Drivers you wish to use, the Circuit you wish to race on, the number of laps you wish to race over, and a Handling Mode to begin.

NOTE: If you are taking part in a 2-Player game, you can also choose to race HEAD TO HEAD or with a FULL GRID (i.e., against 20 other cars).

TIME CHALLENGE

Up to 22 players can take part in a Time Challenge, in which drivers take turns trying to record the fastest lap time on any one of the 17 available circuits. Each player has five minutes to complete a lap.

To set up a Time Challenge race:

1. Select ADD PLAYER 1 in the Select Driver menu.

2. Player 1 selects a Driver.

3. Choose ADD PLAYER 2 and repeat the process until each player has selected a Driver.

➲ To remove the last Driver from the list, select REMOVE PLAYER n (where n = the number of the last driver selected).

4. Select CONTINUE.

5. Choose the track that all drivers will race on.

6. Choose your Handling Mode.

NOTE: In Time Challenge mode, each player shares the same controller or wheel, inserted in controller port 1.

TAG TEAM

In Tag Team, two teams of up to four players can take each other on racing on any circuit, with each player in a team taking turns to complete a lap.

To race in Tag Team mode:

1. Select a Driver to represent Team 1 and the number of players on that team.

2. Repeat this process for Team 2.

3. Choose a Circuit.
4. Select the number of laps you wish to race over.
5. Choose a Handling Mode.
6. The race begins and Player 1 on each team is instructed to take control of their respective cars. Each remaining player then takes control at the end of every lap until the race has been completed.

NOTE: Tag Team mode requires a minimum of 3 players.

ADVANTAGE

The object of Advantage mode is to win as many individual laps as possible against your opponent. Penalties can be set to give players with less experience a head start.

To start an Advantage race:

1. Every player selects a Driver.
2. Choose a track to race on.
3. Set the number of Target Wins (**1**-5) and the number of seconds Player 1 is to start ahead of Player 2 (**2**-20).
4. Select BEGIN RACE.
5. Choose a Handling Mode.
6. Both players should press the ✖ button. The cars roll towards the start line and a timer counts down to the point where both players take control of their cars. The player with the time penalty starts behind their opponent.

✦ After the race, the number of Round Wins accrued by each player is shown, along with a breakdown of their performances for each round.

LAST MAN STANDING

Be at your best from the start or kiss this challenge goodbye. In Last Man Standing, the car in last place after each lap is removed from the race. This goes on until there's only one car left.

➲ To start the challenge, select the number of players (**2**, 3, or 4), your Drivers, the track, and the Handling Mode.

F1 2001 includes an AutoSave feature that saves all of your Game Settings as well as your progress in Full Championship, Custom Championship, Domination, Teammate Challenge, and Challenge modes.

✦ If you start the game with a memory card that does not contain any previously saved games inserted in MEMORY CARD slot 1, the Enable AutoSave? screen gives you the following options:

YES, ENABLE AUTOSAVE — The game saves all of your settings and options changes and all of your progress through all game modes. The memory card must have 256KB free space for AutoSave.

NO, DISABLE AUTOSAVE — None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving your progress or changes.

To load a game:

1. From the Options screen, choose LOAD/SAVE. The AutoSave screen appears.
2. Choose YES, ENABLE AUTOSAVE. If an existing *F1 2001* saved file is detected on your memory card, the Warning screen appears.
3. Choose LOAD FILE. Your saved file is automatically loaded.

NOTE: Never insert or remove a memory card when loading or saving files.

NOTE: To enable AutoSave during play, access LOAD/SAVE in the Main menu Options menu.

NOTE: If a saved game is present on a memory card at boot-up, this game will be loaded and AutoSave enabled automatically.

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"Nagasaki Badger (remix)"
Performed by Chicane
Composed by Nick Bracegirdle
By kind permission of Warner/Chappell Music Ltd
Recording courtesy of Edel UK Records, LTd. and Modena Records, Ltd.

"The Drive Home"
Performed by Chicane
Composed by Nick Bracegirdle
By kind permission of Warner/Chappell Music Ltd
Recording courtesy of Edel UK Records, LTd. and Modena Records, Ltd.

"Sunstroke"
Performed by Chicane
Composed by Nick Bracegirdle and Leo Elstob
By kind permission of Warner/Chappell Music Ltd
Recording courtesy of Edel UK Records, LTd. and Modena Records, Ltd.

"The Drive Home" and "Sunstroke" are from the album Far from the Maddening Crowds

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